Bard

You begin the game with 0 Note tokens on the dashboard and 3 Chord tokens on the 3 leftmost slots

Start of your Turn:

Move all Chord tokens 1 slot to the right (token at the rightmost slot goes to the leftmost slot)

During your Turn:

Spend 3 Mana = Place or move a Note token (moving only after all 5 Note tokens are on the Dashboard)

Discard 2 Items of the same rarity = Equip an Instrument of the same rarity (it's not an action)

Active Note:

Is a Note under a Chord Token, but only if an Instrument is equipped

Instruments:

Necessary for skills that use Active Notes:
Magical Ocarina (starting)
Lute (common)
Inspiring Drums (rare)
Angelic Flute (epic)
Any "Bard only" card

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Berserker

You begin the game in any Stance you wish

During your Turn:

Spend 1 Rage Token = Switch Stance
(Blood Rage, Reckless, Provoke)
before or after an Action

When Wounded:

Lost Health Tokens become Rage Tokens on the Berserker Dashboard
You can have maximum of 7 Rage Tokens

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Druid

You begin the game with each Druid Track token on number 2

Start of your Turn:

Increase each animal track by 1 except the current form

During your Turn:

You can transform for free once per round. If you do, immediately activate the Transformation effect

Animal Tracks:

You can only spend points from the current Form's Animal Track

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Monk

You begin the game with 4 Starting Chakra Cards + the Chakra Card from your chosen Level 1 skill

Start of Hero Phase:

Discard all active Chakras

Start of your Turn:

You must play 1 Chakra card

Monk Tokens:

Placed on affected Hero's card. Can be spend to get corresponding effect (+1 Sword or +1 Shield or Reroll)

Chakra Types:

Combat, Agility, Guidance

Taking back Chakras:

Chakra cards can only be taken back from the discard pile using the Meditation Chakra or Skill card effects.

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Classes Cards A

Necromancer

During your Turn:
Activate each Revived Leader/Roaming Monster once for free (each gets one Action).
You may activate them again for 1 Action each.

Souls:
You kill a Miniature = +1 Soul
Mob is killed = +2 Souls
Roaming Monster is killed = +4 Souls
While on or beyond a threshold (4th, 8th, 14th) = Gain all listed benefits

Revived Enemies:
Targeted by Enemies the same way as Heroes
Activation = Move (2MP) or Attack
Can't interact or Open Doors or Recover
They do **not** roll the Shadow die
You gain XP and Souls instead of them

Leaders:
May use equipped weapon's abilities, if possible.
Can't use Mana abilities

Roaming Monsters:
No activation Pattern, no Abilities, no black dice
Health equal to 1-Hero Value

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Paladin

Skills must be assigned to one of your Consecrations

Start of the Round:
You may flip 1 skill card to the Blessed side

During your Turn:
Spend 1 Mana = Place a Consecration Token in a Zone in the Line of Sight
(only one Consecration Token per Zone)
You can take any Consecration Token back for free

End of Round:
Flip the Blessed skill cards back

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Ranger

Ranged Attack:
Reveal Arrow cards from the Arrow deck 1 by 1, stop anytime
If less than 7 Arrows = central effect of all revealed cards (beige)
If exactly 7 Arrows = top effect of all revealed cards (white)
If more than 7 Arrows = bottom effect of all revealed cards (red)
After the Attack, revealed Arrow cards go to the Discard Pile

Arrow Deck:
At the end of your turn **or** if your Arrow deck is empty, shuffle the discarded Arrow cards to form a new Arrow deck.

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Rogue

You begin the game with 9 Starting Tokens (black center) in the bag

Start of the Round:
Take 3 Tokens from the bag

Tokens and Actions:
Anytime you perform an Action = flip a Token
Gain its benefit if the Action matches the color:
Red Tokens = Attack Action
Blue Tokens = Move Action
Green Tokens = Any Action
If bag is empty = return all discarded Tokens back to the bag

Poison Tokens:
Max 1 Poison Token on one Enemy
If poisoned Enemy is killed = return the Poison Token to the bag

Shadow Tokens:
Rogue is considered to be in the Shadow

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Classes Cards B

Shaman

You begin the game with the Element trackers on the bottommost slots with the beige side up

During your Turn:
Activate each Spirit once for free.
You can activate them again for 1 Action each.

Gaining Mana:
When gaining Mana, you can instead increase an Element Track by 1

Element Track:
When Element Track on MAX =may spend all of the specific Element and flip the Token to gain the passive ability for the rest of the Quest

Flame & Frost Spirits:
Targeted by Enemies the same way as Heroes
Activation = Move (2MP) or Attack
Can't interact or Open Doors or Recover
They do **not** roll the Shadow die
You gain XP instead of them

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Tinkerer

During your Turn:
Activate each Construct once
You can Activate them again for 1 Action each

Start of the Enemy Phase:
All Bombs explode

Gizmos:
May be used as Items of the same rarity when traded at the Forge
Gizmos Effects may be used as indicated on the Tinkerer Rules card
Each effect may be used once per Round
Used Gizmos are returned to the bag

Constructs:
Targeted by Enemies the same way as Heroes
Activation = Move (2MP) or Attack
Can't interact or Open Doors or Recover
They do **not** roll the Shadow die
You gain XP instead of them

Exo-Armor:
has no item rarity
parts cannot be traded with other Heroes
parts cannot be discarded

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Wizard

You begin the game with the Ready Marker on any quadrant you wish.

You can only cast a spell the Ready Marker is pointing to.

During your Turn:
Spend X Mana = Rotate Ready Marker X quadrants clockwise
As soon as a spell is cast = rotate the Ready Marker clockwise by one quadrant

Attack Spells:
Can only be used with a Magic Weapon

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Classes Cards C

Hero Turn

Each Hero has 3 actions per turn:

Move

Gain 2 Movement Points (MP)
1 MP = Move to an adjacent zone
1 MP = Open door
1 MP = Interact with an object

Attack

Meele = Same zone
Magic = Same or adjacent zone
Ranged = Not the same zone, in Line of Sight
Dice pool:
Weapons+Items (yellow+orange)
Defense (blue)
1 Enemy die (black) for each minion
Shadow (purple) if Attacking Hero in shadow zone

Trade and Equip

All Heroes in active player's zone may Trade and Equip Items

Recover

Gain 2 Health or 2 Mana or 1 Health + 1 Mana

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Hero Turn

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Hero Turn Cards, print this page 3 times